The purpose of developed class is to provide for continued intensive development and redevelopment. Areas meeting the intent of the developed classification are currently urban in character where minimal undeveloped land remains and have in place, or are scheduled for the timely provision of, the usual municipal or public services. Urban in character includes mixed land uses such as residential, commercial, industrial, institutional, and other uses at high to moderate densities. Services include water, sewer, recreational facilities, streets and roads, police and fire protection. instances an area may not have all the traditional urban services in place, but if it otherwise has a developed character and is scheduled for the timely provision of these services, it still meets the intent of the developed classification. Areas developed for predominantly residential purposes meet the intent of this classification if they exhibit:

- ! a density of 3 or more dwelling units per acre; or,
- ! a majority of lots of 15,000 square feet or less, which are provided or scheduled to be provided with the traditional urban services; and/or,
- ! permanent population densities are high and seasonal populations may swell significantly.

Land in this classification provides the setting for the most intensive levels of development in Kill Devil Hills. Most basic public services are available in this class and permissible housing densities and commercial uses are the most liberal available in Kill Devil Hills.

2. Limited Transition

The purpose of the limited transition class is to provide for future urban development on lands that are suitable and that will be provided with the necessary urban services to support urban development. Areas meeting the intent of this classification are presently being developed for urban purposes or will be developed in the next five to ten years to accommodate anticipated population and urban growth. These areas are in, or will be in an urban "transition" state of development going from lower intensity uses to